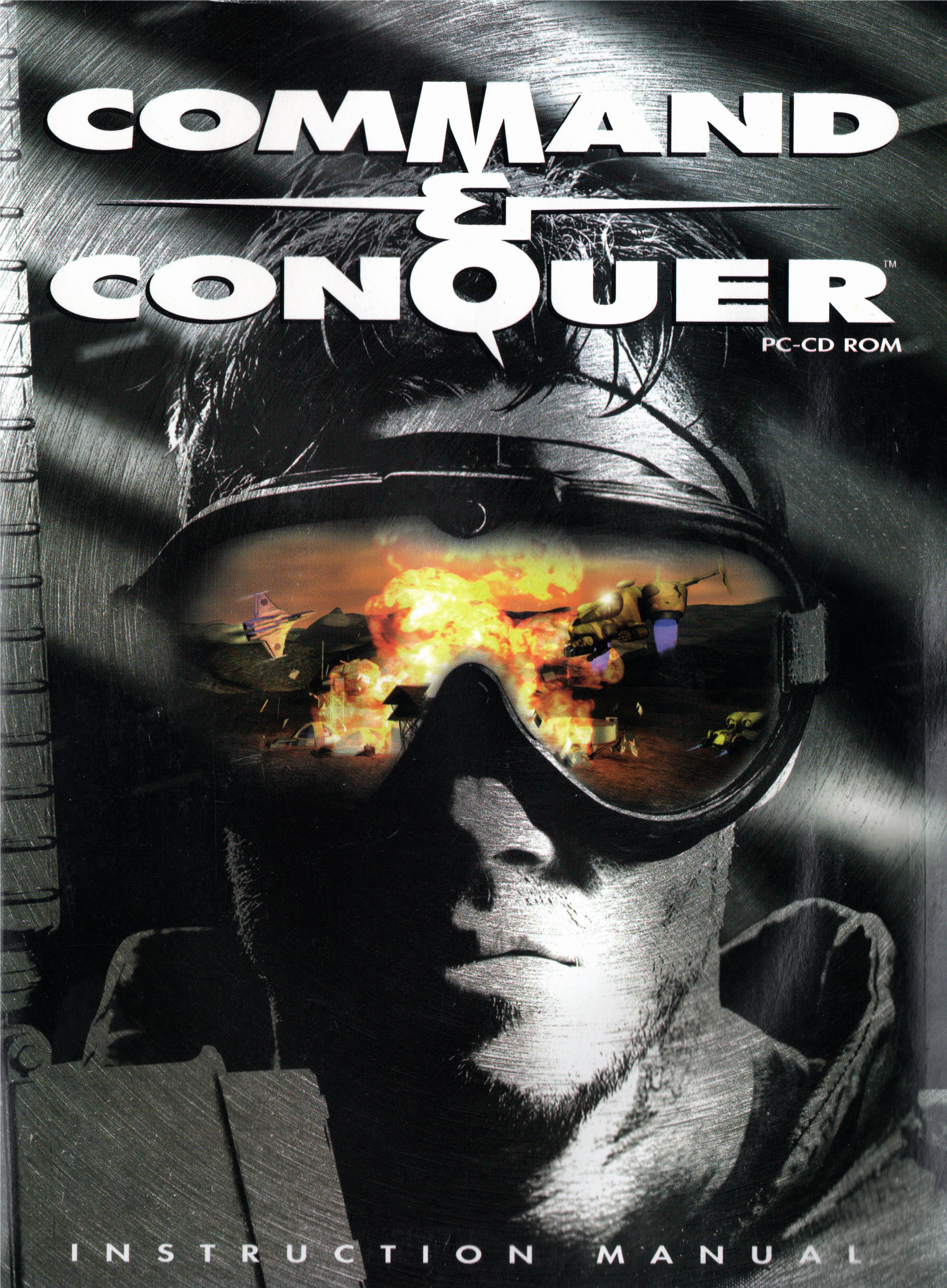

# COMMAND & CONQUER™

PC-CD ROM

INSTRUCTION MANUAL

For customer service please call (714) 833-1999

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# COMMAND & CONQUER

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Westwood™
STUDIOS

"We have waited centuries for this moment.
The rivers will flow with the blood of those who
oppose us."

-- Kane, suspected leader of the
Brotherhood of Nod

(Global Net Interpol, file #GEN4:16)

# GETTING STARTED

## System Requirements

### COMPUTER

Command & Conquer requires at least an IBM 486 66Mhz (or 100% compatible) computer with 8MB of RAM.

### CONTROLS

You will need a mouse (100% Microsoft-compatible) and keyboard to play.

### DISPLAY

C&C requires a color monitor with an MCGA graphics (256 color) system.

### SOUND

C&C supports the following sound cards: Sound Blaster, Sound Blaster Pro, Sound Blaster 16, Sound Blaster AWE/32 and 100% Sound Blaster compatible cards, Gravis Ultrasound, Gravis Ultrasound MAX, Ensoniq Soundscape, Roland RAP-10, ESS Audiodrive, Microsoft Sound System, Gold Sound Standard, Pro AudioSpectrum 16. View the README.TXT file in the installed directory or on either C&C CD for more information regarding additional sound card set-ups or troubleshooting.

### HARD DISK SPACE

You must have 20MB of free space on your hard drive to install the game.

### CD-ROM DRIVE

A double-speed (300KB/second or faster) CD-ROM drive is required to play the game.

### DOS

You must have MS-DOS version 5.0 or higher.

### WINDOWS

If you plan to run the game from Windows, you must have Windows v.3.1 or higher.

### NETWORK

The IPX network protocol must be running on each computer in order to play a multi-player network game.

### MODEM

You need a Hayes-compatible modem which supports at least 9600 baud to play a two-player, head-to-head modem game.

### NULL MODEM

You need a null modem cable to play a two-player head-to-head null modem game.

## Setup & Installation

### DOS

Insert any C&C CD into the CD-ROM drive. At the C:\> prompt, type "D:" [Enter] (where D is the letter that designates your CD-ROM drive). Once you see the new prompt ("D:\>" in this case), type "INSTALL" [Enter].

Please follow the on-screen instructions which appear.

By default, C&C is installed into a directory named C:\C&C. After it is installed, the game will begin. For more info, see "Playing the Game", page 4.

### WINDOWS AND WINDOWS FOR WORKGROUPS V.3.1 & V.3.11

Insert any C&C CD into the CD-ROM drive.

From the Windows Program Manager select the File menu. From this menu select Run. In the popup dialog type "D:\SETUP" (where D is the letter that designates your CD-ROM drive), then click on the OK button.

Please follow the on-screen instructions which appear.

Once Setup is complete, you will be returned to Windows where a Westwood program group containing icons for C&C and the Setup program will be added to the desktop.

By default, C&C is installed into a directory named C:\C&C.

## Loading Instructions

### DOS

Insert any C&C CD into the CD-ROM drive.

At the C:\> prompt, type "CD \C&C" [Enter] and then type "C&C" [Enter].

Note: If you have installed C&C to another directory you must type "CD [name of your directory]" [Enter] first, then type "C&C" [Enter].

### WINDOWS AND WINDOWS FOR WORKGROUPS V.3.1 & V.3.11

Insert a CD into the CD-ROM drive.

From the Windows Program Manager double-click on the C&C icon which can be found in the Westwood program group.

## A Note about the Sound

C&C is among the first wave of Westwood games to support DDA™ (Direct Digital Audio). DDA provides 100% digital audio, giving you premium quality music and sound. With DDA, PC audio is no longer restricted to FM or General MIDI limitations.

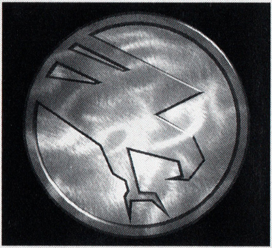
## Playing the Game

### CHOOSING YOUR SIDE: GDI OR THE BROTHERHOOD OF NOD

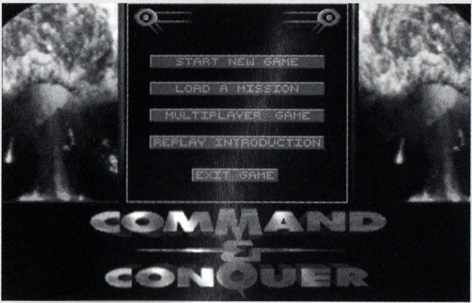
In C&C, you must play one of two sides. GDI is the United Nations' Global Defense Initiative. They are the "good" guys. The Brotherhood of Nod are the "bad" guys.

Near the end of the introduction, you are asked to select GDI or the Brotherhood. Move the mouse cursor over your selection and press the left mouse button.

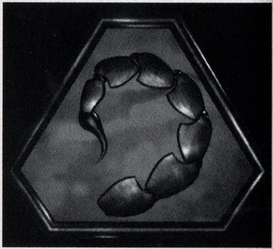
If you choose the Brotherhood, you will fight against GDI. If you choose GDI, you will fight against the Brotherhood. The two sides have different buildings, units and technology. There are things one side will be able to do or get away with that the other side will not.



**GDI**



**Title Screen menu**



**Nod**

## Title Screen Menu

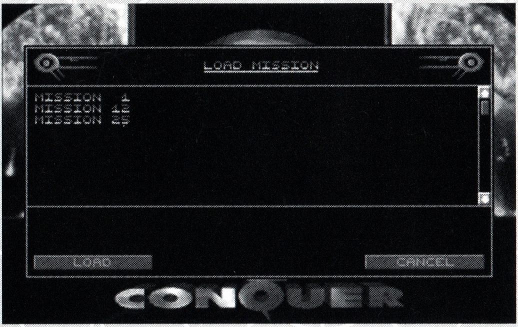
When you start the game for the first time, you'll be treated to C&C's spectacular introduction. In subsequent games, you'll be taken directly to the Title Screen menu:

### START NEW GAME

If you want to start a new game, choose this option. Your new game will start with a screen for you to choose your side: GDI or the Brotherhood. When starting a new game, the introduction is not shown again.

### LOAD A MISSION

If you want to play a previously saved mission, choose this option. (See page 11 for saving missions.)



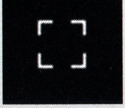
Load Mission screen

From this Load Mission screen, click on the up-arrow or down-arrow to scroll through your saved missions. Select the saved mission you wish to reload and left-click on LOAD.

**MULTIPLAYER GAME**
This option allows you to select a multiplayer network (if detected) or serial (null modem or modem) game. See the "Multiplayer Game" section (page 14) for more details.

**REPLAY INTRODUCTION**
If you want to see the introduction again, select this option.

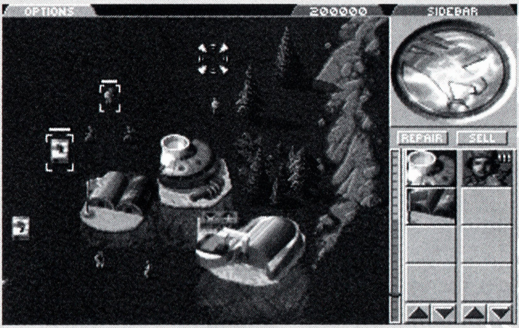
**EXIT GAME**
Select this option to exit back to the DOS prompt or to Windows—wherever you were before you started the game.



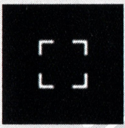
## Ordering Your Troops Around

To get your troops to act, select a unit by left-clicking on them. Now move the cursor to the desired point on the game map. If the cursor is over a potential target it will change to the targeting cursor. Left-clicking at this point will cause the unit to attack the target. Otherwise, it will move the unit to that location, unless it is impassible (i.e. a cliff or trees).

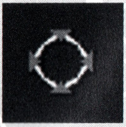
To cancel out of this mode (or any mode), right-click and the unit will be deselected.


OPTIONS
200000
SIDEBAR
REPAIR
SELL

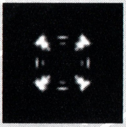
Main Game screen



Selection cursor



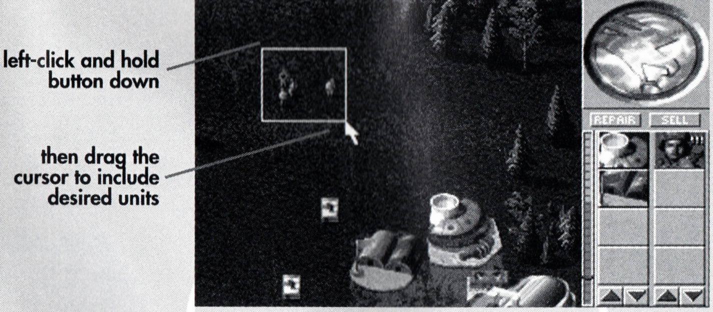
Targeting cursor



Movement cursor

## Group Activities

To save time, you can form teams among your troops. To select several units simultaneously, left-click and hold the mouse button down. Drag the mouse cursor to include all the troops you want selected. A white box outline indicates the range of this selection. Then, release the mouse button, and all the units within the white box will be selected. You can give that group an order the same way you'd give a single unit an order.

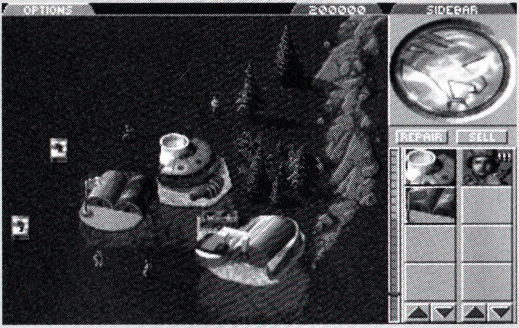

left-click and hold button down
then drag the cursor to include desired units
OPTIONS
200000
SIDEBAR
REPAIR
SELL

Forming teams

## Sidebar

From the Main Game screen, the Sidebar may be opened by left-clicking the SIDEBAR button in the upper right corner. Click on it a second time to close it. If you have a Construction Yard, the Sidebar will open automatically.

From the Sidebar, you can build or acquire units and buildings by left-clicking on the corresponding icons.

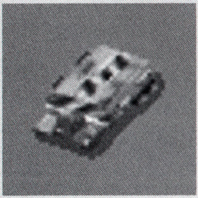


Sidebar open

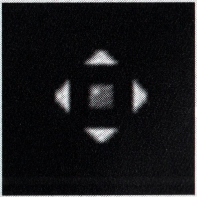
## Building Things

Critical to the success of many missions is the construction of your own field base, and the constant maintenance and defense of this base during combat. The base is necessary for the gathering of resources (through the Tiberium Refinery with its accompanying Tiberium Harvester), landing of reinforcements, and other options.

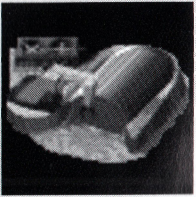
To begin building your base, you must have a Construction Yard. Unless the Yard is set up when the mission begins, you'll have to deploy the Mobile Construction Vehicle. Move the MCV to where you want the Construction Yard placed. You'll need a little bit of clearance. If you try to deploy the MCV where there isn't enough room, the MCV won't deploy. Move the cursor over the MCV and you'll get the Deploy cursor. Left-click to deploy the MCV, and it'll turn into a Construction Yard.



MCV

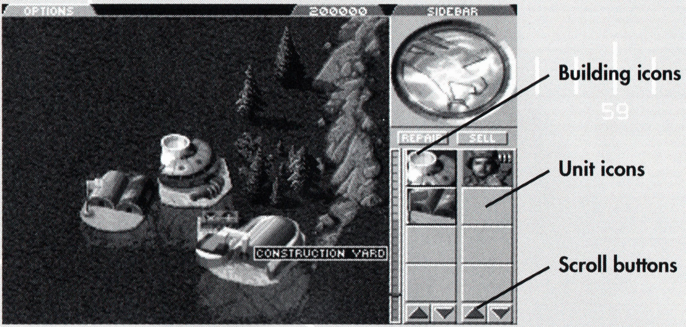


Deploy cursor



Construction Yard

Once the Construction Yard is set up, the Sidebar will pop up. In the Sidebar, you may see the symbol of your side (GDI or Nod). Later, this area becomes a radar display, when you've built various high-tech structures.



Below the REPAIR and SELL buttons are two columns of icons. The left column displays which structures your Construction Yard can build; the right column displays the units you can create. The arrow buttons at the bottom of these icons allow you to scroll through the selections when there are more than four available.

To build a structure or unit, left-click on the appropriate icon. Construction will take a period of time, as indicated by the sweeping hand over the icon. Cost for construction and/or purchasing will be automatically deducted from your account. Only one unit and one structure can be built at any one time. If you move the mouse cursor over the icon (without clicking), you'll see what that icon represents and how much it would cost you to build or buy it.

When construction of buildings is completed, "READY" appears across the bottom of the selected icon in the Sidebar. Left-click on this icon, and the mouse cursor will turn into a placement grid on the battlefield. The grid gives you an idea of how large the building will be on the field. Move the grid to where you want the building placed. Once you've found a suitable location left-click, and the building will be placed where you indicated. The grid should be entirely white; any red in the grid indicates that the placement area is blocked, and you will not be able to deploy the building.

While there is a grid on the field, you will not be able to build anything else. You'll have to either place the ready building, or cancel placement. To cancel, right-click while the placement grid is still up. The grid will disappear, and "READY" will appear on the icon again. Right-clicking again on the icon in the Sidebar will cancel the building and refund your credits.

## Creating Additional Units

If you have a Construction Yard and enough credits, you can build a Barracks or Hand of Nod, which will allow you to train infantry. At first, the type of troop you can train will be limited. As you win missions you'll receive new technologies and upgrades. Once you do this, new troops with unique abilities will become available.

As the game progresses and you build up your base, you'll have a chance to construct a Weapons Factory or an Airfield. With these, you can acquire new and more powerful units like Hum-vees, motorcycles, dune buggies, and eventually, tanks. Keep in mind that all the units and buildings mentioned above won't be available for both sides.

## Capturing Enemy Buildings

As the game advances, a special troop, the Engineer, will become available. Engineers cannot defend themselves, but they will allow you to capture enemy buildings. To do this, left-click on the Engineer and then left-click on the enemy building you would like to capture. If you are successful, the color of the building you targeted will change to the color of your side. Sometimes you'll need to use more than one Engineer to do this. Also, your enemy may attempt to re-take the building.

## Repairing Structures

To repair a damaged building and keep it operating at full efficiency, left-click on the REPAIR button in the Sidebar. The mouse cursor on the field will turn into a Wrench. Left-click the Wrench on the building you want repaired. Repair will begin immediately, and the cost of repair will be deducted from your account.

Several buildings can be repaired simultaneously. Right-click when you want to cancel out of Repair mode.

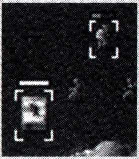
## Selling Structures

To sell a building and get credits for it, left-click on the SELL button in the Sidebar. The mouse cursor will turn into a "$" sign. Left-click on the building you want to sell. It will deconstruct and you'll be credited a fraction of its original cost.

BE CAREFUL! As long as the cursor is in "$" mode, any building you left-click on will be deconstructed and sold! To cancel out of "$" mode, right-click.

## Money (Credit)

In the upper right, the credit counter keeps track of your "battle account": how much money you have to build structures and acquire units.

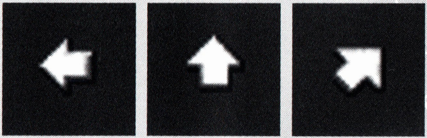


## Check-Up

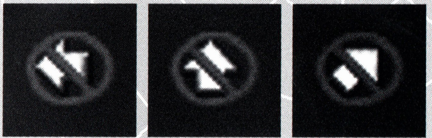
To check the health status of a unit or structure, select it by left-clicking on it when the cursor is in Select mode (deselect with a right-click). As long as the bar is green, it's healthy. As the bar shrinks and turns red, it's closer to being destroyed. In later missions, units can be repaired if you build a repair facility.

## Scrolling Around

To scroll the main viewing window around the battlefield, move the cursor to the edge of the screen. The cursor will become a white solid arrow and the view will scroll in the indicated direction. If you're at the edge of the battlefield, a "universal no" slash will appear over the arrow indicating that this is as far as you can go.



**Scroll arrows**



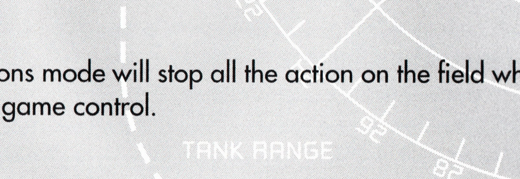
**Can't Scroll arrows—"universal no"**

## Options

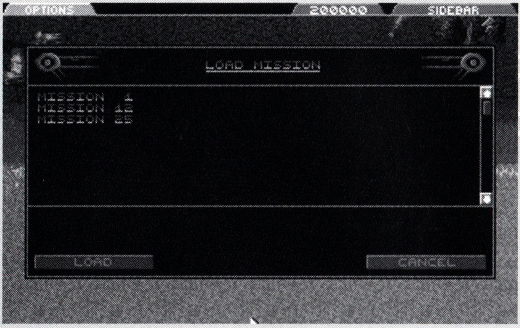
Choosing the Options mode will stop all the action on the field while you adjust your visual, audio, and game control.

### LOAD MISSION

Select LOAD MISSION from the Options menu if you want to play a previously saved mission. The mission you are currently playing will be lost unless you save it first.


OPTIONS
SIDEBAR
OPTIONS
LOAD MISSION
SAVE MISSION
DELETE MISSION
GAME CONTROLS
ABORT MISSION
RESUME MISSION
RESTATE

Choose Load Mission from the Options menu


OPTIONS
200000
SIDEBAR
LOAD MISSION
MISSION 1
MISSION 12
MISSION 25
LOAD
CANCEL

Load Mission menu

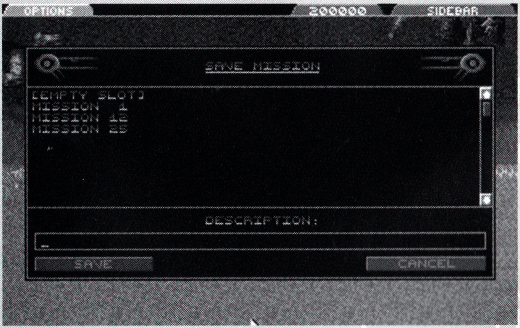
Left-click on the up or down arrow to scroll through your saved games. Then left-click on LOAD to load the selected game.

If you wish to leave this screen without loading a game, left-click on CANCEL.

**SAVE MISSION**

Select SAVE MISSION from the Options menu to save the mission you're currently playing.

In the Save Mission menu, choose the saved mission slot you wish to use. If you save a game over a slot already used, you'll overwrite the selected game. If you want to save into a new slot, choose [Empty Slot] and name your mission. The number of saved games available depends on your hard drive space. If you're out of room, [Empty Slot] won't appear: You'll have to save over a previously saved game or delete some games.


OPTIONS
200000
SIDEBAR
SAVE MISSION
[EMPTY SLOT]
MISSION 1
MISSION 12
MISSION 25
DESCRIPTION:
SAVE
CANCEL

Save Missions Menu

Left-click on the up or down arrow to scroll through your saved games. Then left-click on SAVE to save the selected game.

If you wish to leave this screen without saving a game, left-click on CANCEL.

### DELETE MISSION

Select DELETE MISSION from the Options menu when you want to get rid of some saved games. This is especially useful if you need to free up space on your hard drive.

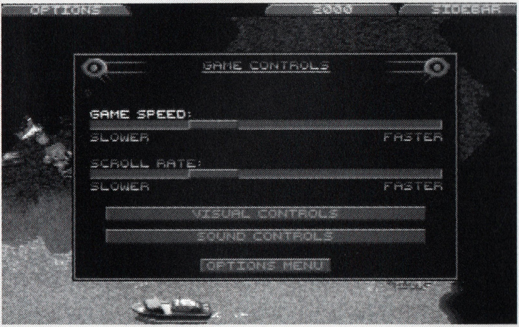
In the Delete Mission menu, choose the mission you want to get rid of by left-clicking on it. Then left-click on DELETE to get rid of that mission.

A confirmation window will pop up just to make sure this is what you want. If you're intent on ridding yourself of that mission, left-click on OK. Otherwise, left-click on CANCEL.

### ABORT MISSION

Select ABORT MISSION if you decide you don't like how things are going and want to escape to the Title Screen. A confirmation window will come up, just to make sure.

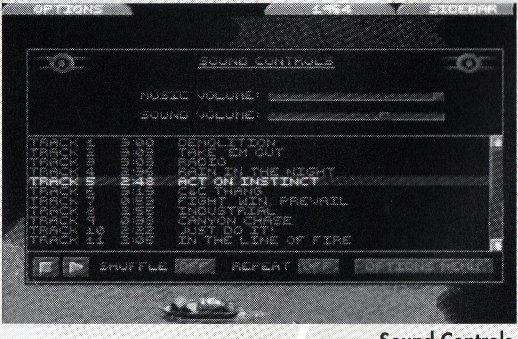
### GAME CONTROLS


OPTIONS
2000
SIDEBAR
GAME CONTROLS
GAME SPEED:
SLOWER
FASTER
SCROLL RATE:
SLOWER
FASTER
VISUAL CONTROLS
SOUND CONTROLS
OPTIONS MENU

Game Controls

### Sound Controls

Select GAME CONTROLS, then SOUND CONTROLS to adjust the volume of the music or sound effects, or to change the song currently playing.


OPTIONS
1964
SIDEBAR
SOUND CONTROLS
MUSIC VOLUME:
SOUND VOLUME:

| | | |
|---|---|---|
| TRACK 1 | 3:00 | DEMOLITION |
| TRACK 2 | [illegible] | TAKE 'EM OUT |
| TRACK 3 | [illegible] | RADIO |
| TRACK 4 | [illegible] | RAIN IN THE NIGHT |
| TRACK 5 | 2:48 | ACT ON INSTINCT |
| TRACK 6 | [illegible] | C&C THANG |
| TRACK 7 | [illegible] | FIGHT, WIN, PREVAIL |
| TRACK 8 | [illegible] | INDUSTRIAL |
| TRACK 9 | [illegible] | CANYON CHASE |
| TRACK 10 | [illegible] | JUST DO IT! |
| TRACK 11 | 2:05 | IN THE LINE OF FIRE |

SHUFFLE
OFF
REPEAT
OFF
OPTIONS MENU

Sound Controls

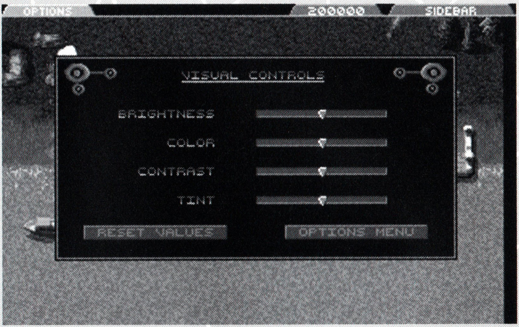
To control the volume of music or sound effects, drag the knob left or right. Going right will make that audio track louder. Going left will make it softer. If you want to shut off music or sounds, drag the control knob all the way to the left.

**Music**

To hear a new song, left-click on any track (as shown on page 12) and then left-click on the PLAY button. To stop a song from playing, left-click on the STOP button.

Clicking the OPTIONS MENU button at the bottom of the menu will return you to the Options menu, saving any changes you have made in the Sound Controls panel.

**Visual Controls**



Visual Controls gives you display options. To adjust any of the controls, drag the control knob left or right. Going right increases a setting. Going left decreases a setting.

You can reset the Visual Controls to their default "normal" settings by clicking the RESET VALUES button.

Click on the OPTIONS MENU button to return to the Options Menu. The changes made in the Visual Controls take immediate effect.

**RESUME**

Left-click on RESUME to get back to the main game.

**RESTATE**

Left-click on RESTATE if you forget what your mission objective is.

# MULTIPLAYER GAME

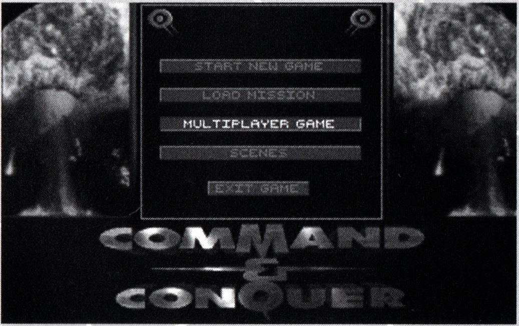
## Network Game

C&C supports up to four players per game on a network using the IPX protocol. You must have IPX loaded (IPX.COM or equivalent) along with the appropriate low level device drivers to be able to play. If you are in any doubt ask your network administrator to install the correct drivers on your workstation.

C&C works better if all multiplayer game participants are connected on the same local network without routers and bridges so that IPX packets have a direct path between systems. This will also ensure minimal load on other network components (such as servers and routers) when a multiplayer game is in progress.

### NETWORK GAME PRELIMINARIES

C&C supports an unlimited number of games over one socket. We use a default socket number of 8813[hex] which is a unique socket number assigned to Westwood Studios. Other applications cannot officially use this socket number but if you do have problems playing C&C in its default mode, you can change the socket number from the command line (type C&C -SOCKETXXXX where XXXX is a number from 0 to 16383). The number you specify is added to 4000[hex] to generate a socket address in the public socket area.



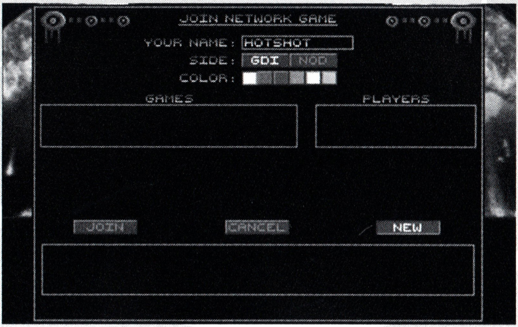
To begin a multiplayer network game select MULTIPLAYER GAME from the Title menu. You should see the "Select Multiplayer Game" dialog with MODEM/SERIAL and NETWORK options. If you see the "Select Serial Game" dialog, it means that C&C has not detected the presence of IPX drivers and you should verify that these have been installed and configured correctly for your system.

If all is well, select NETWORK. This takes you to the "Join Network Game" dialog. Here you can enter your name, choose your side (GDI or Nod) and select a color for your units and buildings. There are two windows in the dialog, the "Games" window and the "Players" window. The "Games" window shows all active game sessions on the current socket. Games which are closed (in progress) are in brackets, like this: [Player's Game].

# MULTIPLAYER GAME

You have two options from this point: you can choose to JOIN a game or to host a NEW game for others to join. You cannot join a closed game.

**START NEW NETWORK GAME**



YOUR NAME: HOTSHOT
SIDE: GDI NOD

New Network Game dialog

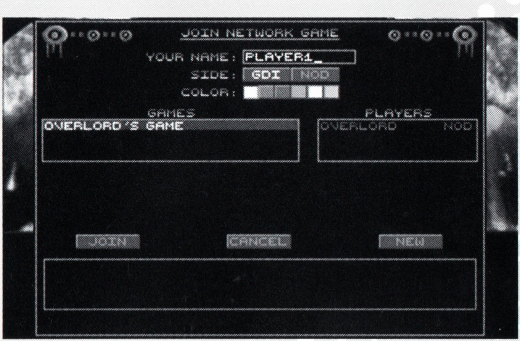
Before clicking on NEW game you must enter your name and choose a side and color. Clicking on NEW makes you the host of the new game and takes you to the "Network Game Setup" dialog. This dialog has a "Players" window and a "Scenarios" window. The "Players" window shows you which other players are joined to your new game. As the host of the new game you alone have the option to reject other players who might try to join the game.

The "Scenarios" window shows the available scenarios. As the game host, this is up to you to select, as are the Credits, Bases, Crates, Tiberium and AI Players options. These options are described briefly here:

| | |
|---|---|
| Credits | ▪ Credits each player begins with. |
| Bases | ▪ Enables/disables production and building bases. |
| Crates | ▪ Enables/disables weapon pick-ups and bonuses. |
| Tiberium | ▪ Enables/disables Tiberium regrowth. |
| AI Players | ▪ This activates the non-human players and lets the computer play any extra side for a total of 4 players. |

Once you have 2 or more players you are able to click OK. As the host you get to decide when to commence play, you should do this only when all game participants have joined.

## JOIN NETWORK GAME



YOUR NAME: PLAYER1_
SIDE: GDI | NOD
OVERLORD'S GAME
OVERLORD NOD

Join Game dialog

Before clicking on JOIN game you must enter your name and choose a side and color. Once you have done this, you can select an open game and then click on JOIN. If your name is the same as an existing player you must enter a different name. If your color is the same as an existing player the computer picks an available color for you.

The "Join Game" dialog has a message window. Messages from the other players in your game appear here, and your messages appear in the message windows of all the other players.

Once you have clicked JOIN, the dialog changes so that the NEW and JOIN buttons disappear. You are then in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or color. You will be able to see the game options that the host selects.

### SENDING MESSAGES

From the "Join Network Game" or "Network Game Setup" dialog, the SEND MESSAGE button lets you send a message to other players. Press ESC to cancel.

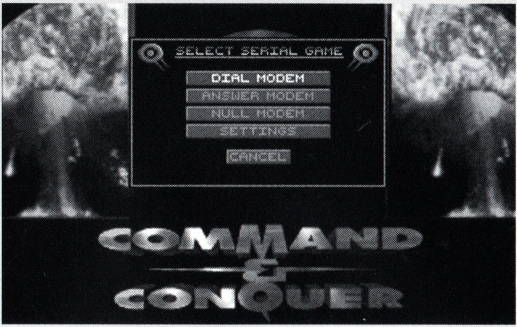
Within the game, keys F1-F3 send a message to one of the other players. Hit one of the "F" keys to find out who that key is assigned to. You will see a message "To Player [Side]:" at the top left side of the screen.

The F4 key sends a message to all other players.

## Serial Game

C&C is designed to be played as a head-to-head game either by modem or null modem link. A null modem link is a special cable which you should be able to purchase at your local computer supplier. Such a link allows two computers which are within 30ft of each other to be connected.

### SERIAL GAME PRELIMINARIES



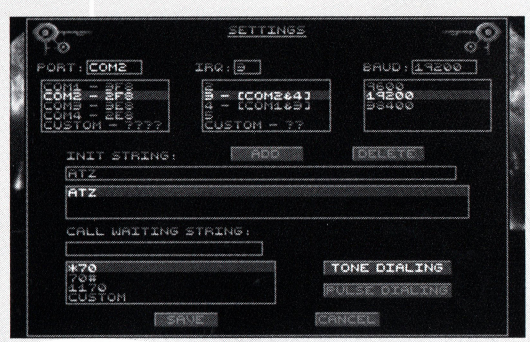
**Select Serial Game dialog**

Before you can play a serial game you will need to configure C&C with the appropriate settings. To do this select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogs:

1) "Select Multiplayer Game". This dialog comes up if C&C detected an IPX network. Select MODEM/SERIAL, then from the "Select Serial Game" dialog choose SETTINGS.

2) "Select Serial Game". This dialog comes up if C&C did not detect an IPX network. Select SETTINGS from the "Select Serial Game" dialog.

## SERIAL GAME SETTINGS


SETTINGS
COM1 - 3F8
COM2 - 2F8
COM3 - 3E8
COM4 - 2E8
CUSTOM - ????
2
3 - [COM2&4]
4 - [COM1&3]
5
CUSTOM - ??
9600
19200
38400
ADD
DELETE
*70
70#
1170
CUSTOM
TONE DIALING
PULSE DIALING
SAVE
CANCEL

PORT: COM2
IRQ: 3
BAUD: 19200
INIT STRING: ATZ
CALL WAITING STRING:

Settings dialog

This takes you to the "Settings" dialog where you can set up your default serial communications settings. Select the COM/PORT and IRQ which correspond to your modem or serial port along with the baud rate that you intend to use. It is important that both players select the same baud rate, although the other settings can be different. Once you are happy with the settings, click on SAVE and you will be taken back to the "Select Serial Game" dialog.

Here are the default COM/PORT to IRQ associations:

| | ■ PORT | IRQ (default) | IRQ (alternate) |
|---|---|---|---|
| COM1 | ■ 3F8 | 4 | - |
| COM2 | ■ 2F8 | 3 | - |
| COM3 | ■ 3E8 | 4 | 2/9, 5 |
| COM4 | ■ 2E8 | 3 | 2/9, 5 |

Also in this dialog you can enter a custom Modem Initialization string as well as a Disable Call Waiting string. If you do not know what these terms mean, you should leave them in their default settings. If you want to learn more about these strings please consult your modem manual and your local telephone service provider.

You are also able to choose between TONE or PULSE dialing to suit your local telephone service.

Next you need to select MODEM or NULL MODEM game.

## Modem Game

C&C requires a modem that is capable of at least 9600 baud.

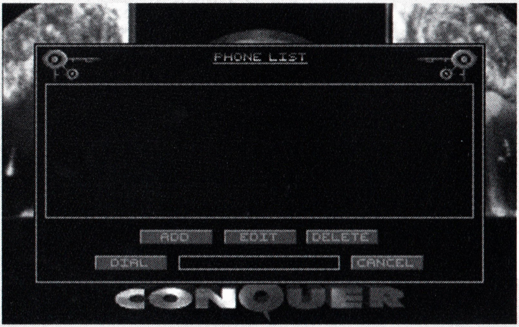
To begin a two player modem game select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogs:

1) "Select Multiplayer Game". This dialog comes up if C&C detected an IPX network. Select MODEM/SERIAL to play a modem game. This will take you to the "Select Serial Game" dialog.

2) "Select Serial Game". From this dialog you can choose the type of serial game you wish to play.

You next need to decide whether you or your opponent will initiate the telephone call required to play the modem game. If the other person is going to call you, select ANSWER MODEM. Assuming that you have the correct communications settings (using the "Settings" dialog) your modem will wait for your opponent to call. Once a connection has been established, you will see the "Join Serial Game" dialog.

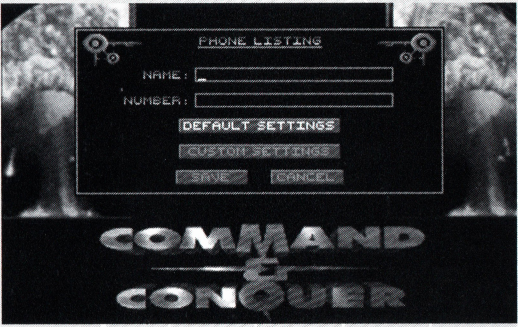
If you are going to be making the call to your opponent, you should select DIAL MODEM. You will then be taken to the "Phone List" dialog.



Phone List dialog

From the "Phone List" dialog you can dial numbers manually or add a name and number into a Phone List to speed up dialing in the future.

To dial a number manually, click in the dial area and enter the number (the number will be added to the Phone List without a name). To store a number for future use, along with name and custom dialing settings, click on ADD. This will take you to the "Edit Phone Number" dialog. Click on EDIT to modify a previously entered number.



Phone Number dialog

Here you can enter a name and associated phone number. Assign default settings (COM/PORT, IRQ, modem init string, baud rate, etc.) by clicking DEFAULT SETTINGS or use custom settings by clicking on CUSTOM SETTINGS. Click SAVE to go back to the "Phone List" dialog.

Once you have a number in the Phone List, you can select that number for dialing by clicking on it in the listing window. The number will appear in the dial box.

Once the required phone number is in the dial box, either by manual entry or by selection from the listing window, you should click on DIAL which will communicate with your modem and dial the number. Once a connection has been established you will see the "Host Serial Game" dialog.

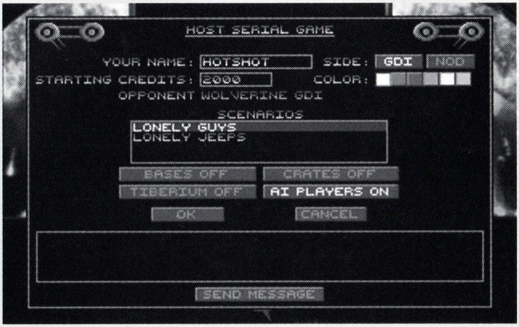
## Null Modem Game

To begin a two-player Null Modem game select MULTIPLAYER GAME from the Title menu. This will take you to one of two dialogs:

1) "Select Multiplayer Game". This dialog comes up if C&C detected an IPX network. Select MODEM/SERIAL, then NULL MODEM from the "Select Serial Game" dialog.

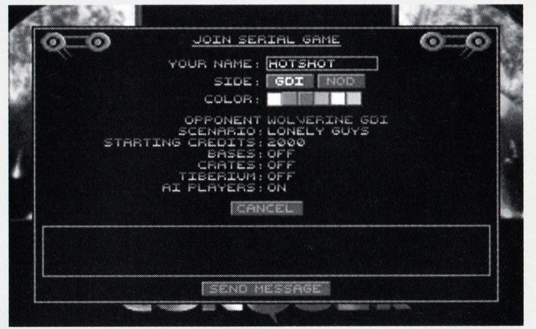
2) "Select Serial Game". From this dialog select NULL MODEM.

Once a null modem connection has been established you will be taken to either the "Host Serial Game" or "Join Serial Game" dialog, depending upon who clicked first on the NULL MODEM selection.


HOST SERIAL GAME
GDI
NOD
SCENARIOS
BASES OFF
CRATES OFF
TIBERIUM OFF
AI PLAYERS ON
OK
CANCEL
SEND MESSAGE

YOUR NAME: HOTSHOT
SIDE: GDI
STARTING CREDITS: 2000
OPPONENT WOLVERINE GDI
SCENARIOS
LONELY GUYS
LONELY JEEPS

Host Serial Game dialog


JOIN SERIAL GAME
GDI
NOD
CANCEL
SEND MESSAGE

YOUR NAME: HOTSHOT
SIDE: GDI
COLOR:
OPPONENT WOLVERINE GDI
SCENARIO: LONELY GUYS
STARTING CREDITS: 2000
BASES: OFF
CRATES: OFF
TIBERIUM: OFF
AI PLAYERS: ON

Join Serial Game dialog

### HOST SERIAL GAME

Here you must enter your name and choose a side and color.

The "Scenarios" window shows the available scenarios. As the game host this is up to you to select, as are the Credits, Bases, Crates, Tiberium and AI Players options. These options are described briefly here:

| | |
|---|---|
| Credits | Credits each player begins with. |
| Bases | Enables/disables production and building bases. |
| Crates | Enables/disables weapon pick-ups and bonuses. |
| Tiberium | Enables/disables Tiberium regrowth. |
| AI Players | This activates the non-human players and lets the computer play the other two players for a total of 4. |

You will see a message window so that you can communicate with your opponent as you select these game options. Messages from your opponent appear in window. As you change options these are reflected on the dialog that your opponent can see. As the host you get to decide when to commence play. Once both players have agreed on the scenario and options, you should click OK to begin play.

### JOIN SERIAL GAME

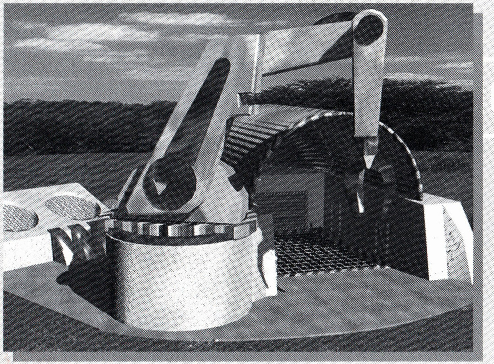
Before clicking on OK, you must enter your name and choose a side and color. If your name is the same as the other player you must enter a different name. If your color is the same as the other player the computer picks an available color for you.

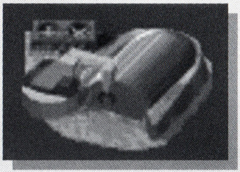
Once you have clicked OK, you are placed in a wait state until the host of the game chooses to start the game. In this mode you cannot change your name, side or color. You will be able to see the game options that the host selects. The game commences when the host player clicks OK.

### SENDING MESSAGES

From the "Join Network Game" or "Network Game Setup" dialog, the SEND MESSAGE button lets you send a message to other players. Press ESC to cancel.

Within the game, pressing the F1 key sends a message to your opponent. You will see a message "To Player [Side]:" at the top left side of the screen.



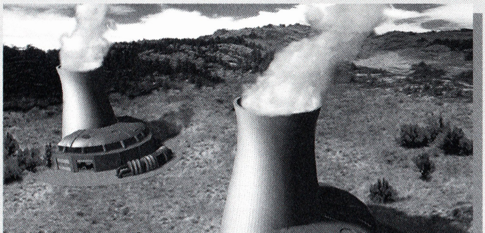


## CONSTRUCTION YARD

**ARMOR:** MEDIUM

**POWER USAGE:** 30 **PURPOSE:** PRODUCES STRUCTURES

The Construction Yard is the foundation of a base and allows the construction of other buildings.

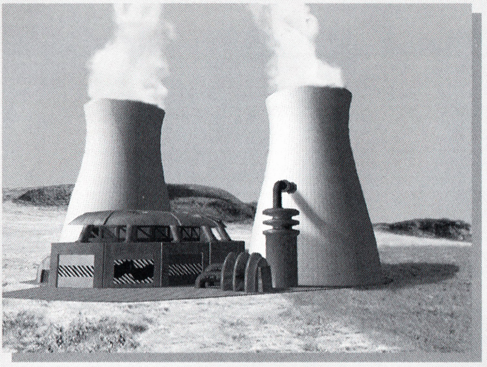


## POWER PLANT

**ARMOR:** MEDIUM

**POWER USAGE:** NONE **PURPOSE:** PROVIDES POWER TO BASE

This unit provides power to adjoining structures. Constructing more buildings might require more power plants. Power output is directly related to the Power Plant's condition, so protect them during battles.

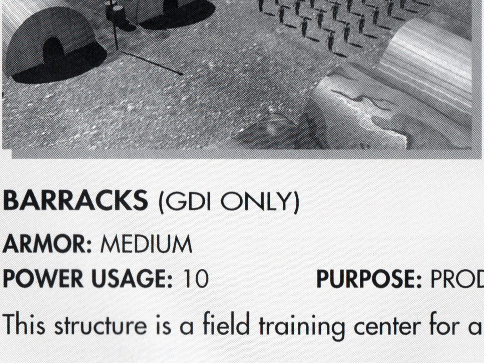


### ADVANCED POWER PLANT

**ARMOR:** MEDIUM

**POWER USAGE:** NONE **PURPOSE:** PROVIDES POWER TO BASE

This high-yield structure handles the energy strains of some later, more power-intensive structures.



### BARRACKS (GDI ONLY)

**ARMOR:** MEDIUM

**POWER USAGE:** 10 **PURPOSE:** PRODUCES INFANTRY

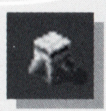
This structure is a field training center for all available infantry units.

## HAND OF NOD (NOD ONLY)

**ARMOR:** MEDIUM

**POWER USAGE:** 10 **PURPOSE:** PRODUCES INFANTRY

This building creates elite infantry units for the Brotherhood of Nod.

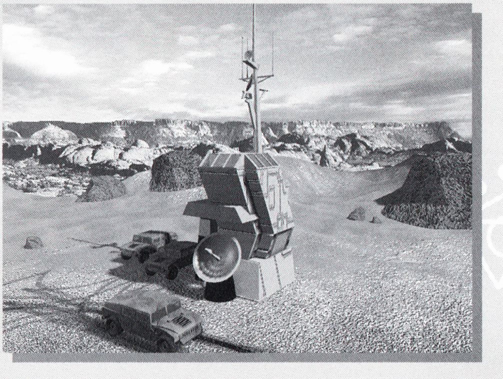


## GUARD TOWER (GDI ONLY)

**ARMOR:** LIGHT

**POWER USAGE:** 0 **PURPOSE:** DEFENSE

Armed with a high-velocity machine gun, this structure provides manned defense against NOD ground attack.

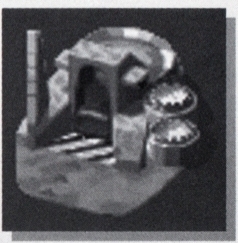


## ADVANCED GUARD TOWER (GDI ONLY)

**ARMOR:** MEDIUM

**POWER USAGE:** 20 **PURPOSE:** DEFENSIVE ROCKET LAUNCH

Provides stronger fortification against NOD ground and air units. Weapons complement includes a rocket launcher.



## REFINERY

**ARMOR:** MEDIUM

**POWER USAGE:** 40 **PURPOSE:** CONVERTS TIBERIUM TO CREDITS

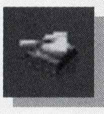
This unit processes Tiberium into its component elements. Building the refinery immediately deploys a Tiberium harvester. The refinery stores 1,000 credits of processed Tiberium.

## SILO

**ARMOR:** LIGHT

**POWER USAGE:** 10 **PURPOSE:** HOLDS REFINED TIBERIUM

This unit stores up to 1,000 credits of processed Tiberium. Guard it carefully. If destroyed, the amount stored is deducted from your account.

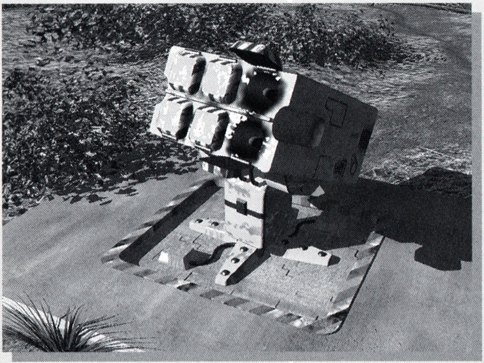


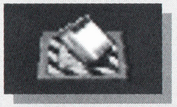
## TURRET (NOD ONLY)

**ARMOR:** MEDIUM

**POWER USAGE:** 20 **PURPOSE:** BASE DEFENSE

For broad sweep, short-range protection against heavy assault vehicles.



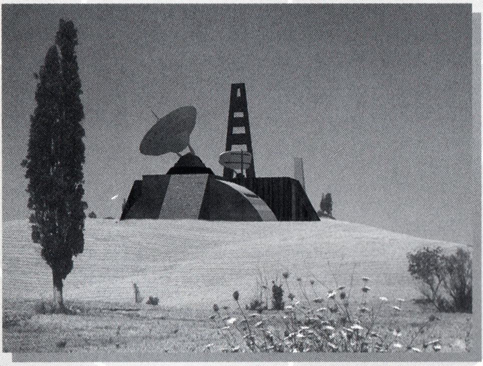


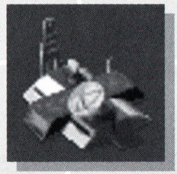
**SAM SITE** (NOD ONLY)

**ARMOR:** LIGHT

**POWER USAGE:** 20 **PURPOSE:** DEFENSIVE ANTI-AIRBORNE UNIT

Fires surface-to-air missiles at airborne GDI units.



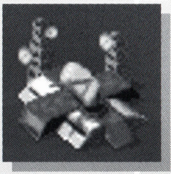


**COMMUNICATIONS CENTER**

**ARMOR:** MEDIUM

**POWER USAGE:** 40 **PURPOSE:** BASE RADAR & COMMUNICATION

Allows the use of the radar screen as long as there is sufficient power.

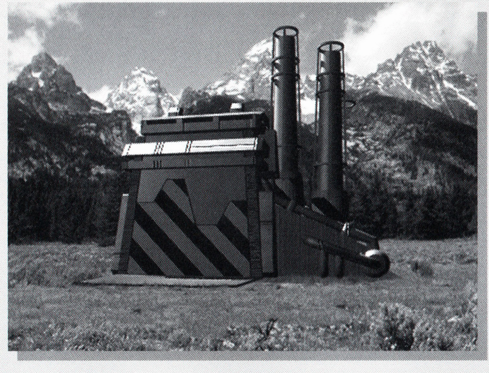


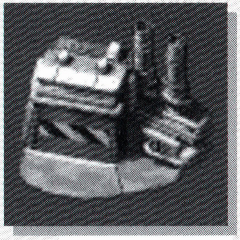
### ADVANCED COMMUNICATIONS CENTER / ION CANNON (GDI ONLY)

**ARMOR:** ALUMINUM (LIGHT)

**POWER USAGE:** 200 **PURPOSE:** PARTICLE BEAM CANNON

An upgrade to the Communications Center, this structure is the uplink center for the Orbital Ion Cannon.



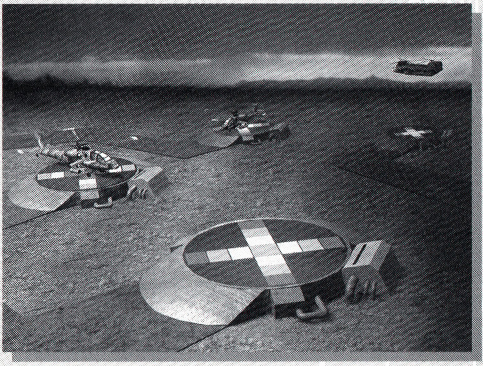


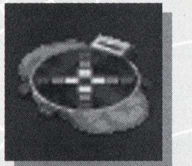
### WEAPONS FACTORY (GDI ONLY)

**ARMOR:** MEDIUM

**POWER USAGE:** 30 **PURPOSE:** PRODUCES HEAVY VEHICLES & AIR POWER

This unit produces all GDI light and heavy vehicles.



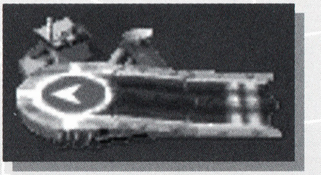


### HELIPAD

**ARMOR:** MEDIUM

**POWER USAGE:** 10 **PURPOSE:** HELICOPTER LANDING

Building the Helipad allows the use of attack aircraft.

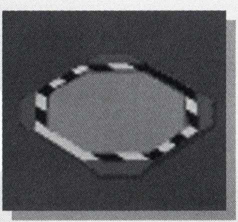


### AIRSTRIP (NOD ONLY)

**ARMOR:** MEDIUM

**POWER USAGE:** 30 **PURPOSE:** WEAPONS RECEIVING AREA

The Brotherhood of Nod buys all of its units. The Airstrip allows cargo planes to land safely and deliver vital equipment. It is functionally equivalent to the GDI Weapons Factory.



## REPAIR FACILITY

**ARMOR:** LIGHT

**POWER USAGE:** 30 **PURPOSE:** VEHICLE REPAIR

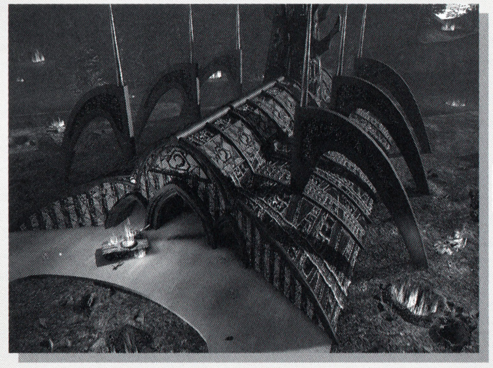
Repairs damaged vehicles. All repairs are deducted from your credits. Damage to the facility significantly slows repair work.

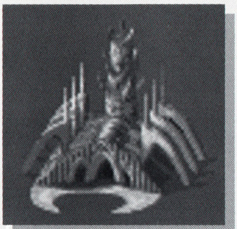
## OBELISK OF LIGHT (NOD ONLY)

**ARMOR:** LIGHT

**POWER USAGE:** 150 **PURPOSE:** LASER-EQUIPPED BASE DEFENSE

This high-power laser effectively destroys troops and armament at long range. You must have *excess* power to operate safely.



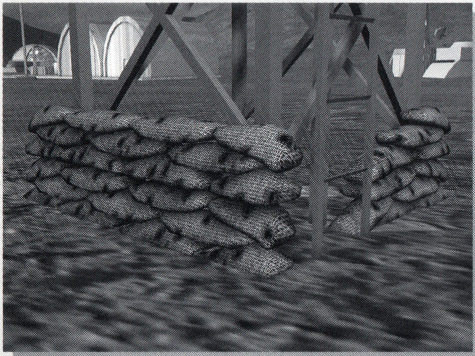


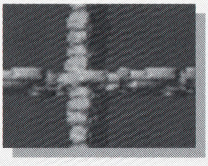
## TEMPLE OF NOD (NOD ONLY)

**ARMOR:** HEAVY

**POWER USAGE:** 150 **PURPOSE:** NUCLEAR MISSILE

Houses the central computer core that is the hub of all Nod communications and center of Nod command. It is heavily armored. This structure also gives Nod players the ability to fire nuclear missiles.



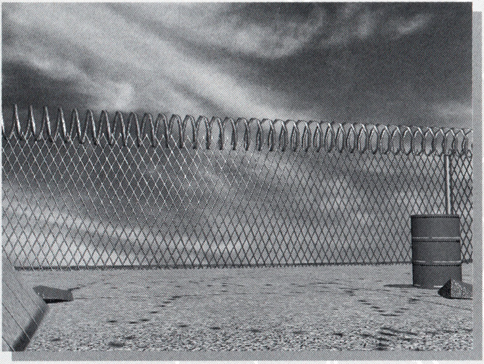


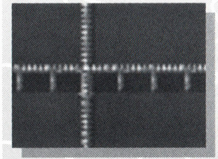
## SANDBAG BARRIER

**ARMOR:** LIGHT

**POWER USAGE:** NONE **PURPOSE:** BASE DEFENSE

Used to deter the enemy from advancing. Sandbags provide limited cover and may slow units down.



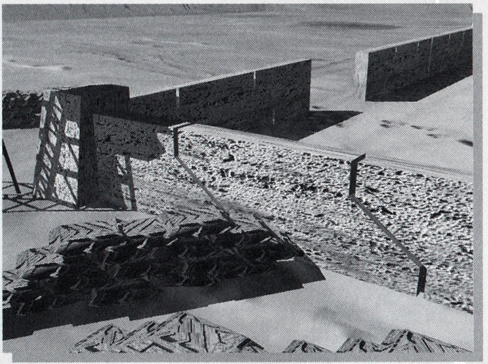


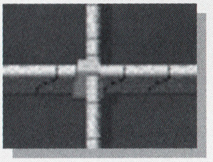
## CHAIN LINK BARRIER

**ARMOR:** LIGHT

**POWER USAGE:** NONE **PURPOSE:** BASE DEFENSE

Chain Link fences will stop light vehicles.





## CONCRETE BARRIER

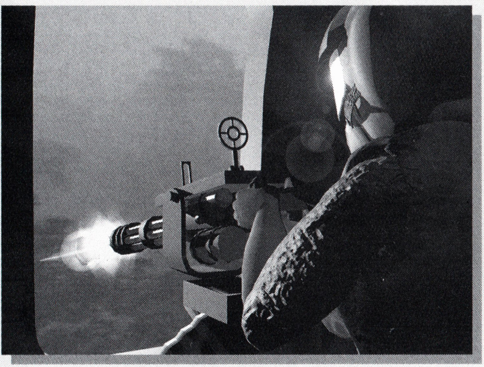
**ARMOR:** MEDIUM

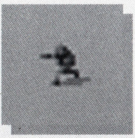
**POWER USAGE:** NONE **PURPOSE:** BASE DEFENSE

Concrete walls are the most effective barrier.

## State of the Art: Structures

| DESCRIPTION | POWER USAGE | ARMOR | PURPOSE |
|---|---|---|---|
| Construction Yard | 30 | medium | produces structures |
| Power Plant | 0 | medium | provides power to base |
| Advanced Power Plant | 0 | medium | provides power to base |
| Barracks (G) | 10 | medium | produces infantry |
| Hand of Nod (N) | 10 | medium | produces infantry |
| Guard Tower (G) | 0 | light | defense |
| Advanced Guard Tower (G) | 20 | medium | defensive rocket launch |
| Refinery | 40 | medium | converts Tiberium to credits |
| Silo | 10 | light | holds refined Tiberium |
| Turret (N) | 20 | medium | base defense |
| Sam Site (N) | 20 | light | defensive anti-airborne unit |
| Communications Center | 40 | medium | base radar & com. |
| Adv. Communications Ctr. (G) | 200 | light | particle beam cannon |
| Weapons Factory (G) | 30 | medium | builds vehicles/air power |
| Helipad | 10 | medium | helicopter landing |
| Airstrip (N) | 30 | medium | weapons receiving area |
| Repair Facility | 30 | light | vehicle repair |
| Obelisk of Light (N) | 150 | light | laser-equipped defense |
| Temple of Nod (N) | 150 | heavy | nuclear missile |
| Sandbag Barrier | 0 | light | base defense |
| Chain Link Barrier | 0 | light | base defense |
| Concrete Barrier | 0 | medium | base defense |



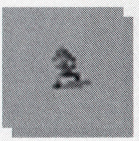


### MINIGUN INFANTRY

**ARMOR:** LIGHT

**RANGE:** SHORT **WEAPON:** 5.56MM CHAINGUN

Equipped with the GAU-3 "Eliminator" 5.56mm chaingun, and light body armor, this troop is the key player in both GDI and NOD's international forces.

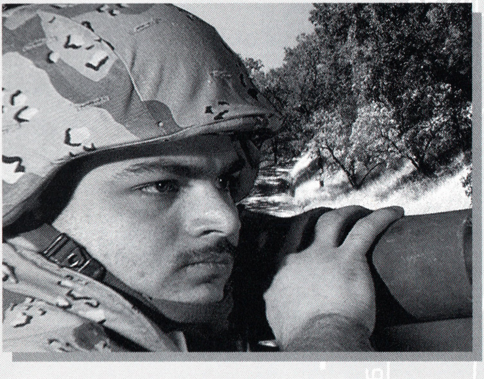


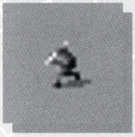
### GRENADE INFANTRY (GDI ONLY)

**ARMOR:** LIGHT

**RANGE:** SHORT **WEAPON:** GRENADE

Using grenades as a principle form of attack, grenade infantry can throw over barriers to great effect.

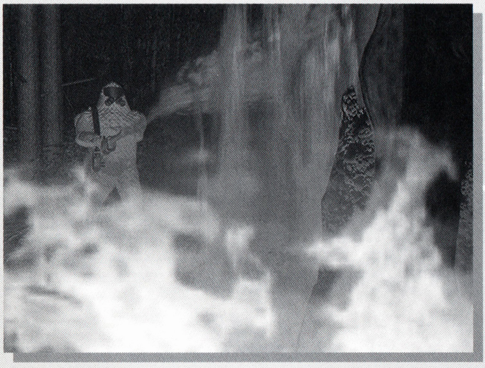


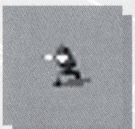


## ROCKET INFANTRY

**ARMOR:** LIGHT
**RANGE:** MEDIUM **WEAPON:** ROCKET LAUNCHER

Portable rocket launchers create more ground and air damage at a greater range. These units can fire from lower to higher elevations and attack air units.

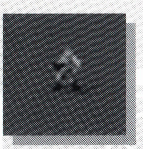




## FLAMETHROWER INFANTRY (NOD ONLY)

**ARMOR:** LIGHT
**RANGE:** SHORT **WEAPON:** FLAMETHROWER

Effective for maximum close-range destruction. Produces fire which burns more slowly than normal, allowing more effective elimination of humans and armament.

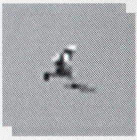


### COMMANDO INFANTRY

**ARMOR:** LIGHT

**RANGE:** LONG **WEAPON:** A-R WITH SILENCER

The Commando is part of the GDI Elite Forces Unit. The commando will be dispatched under your command for special missions in GDI's service. This unit uses a high-powered "Raptor" 50cal. assault rifle with suppressor and long range/IR vision enhancement goggles and is extremely specialized in demolitions and stealth.

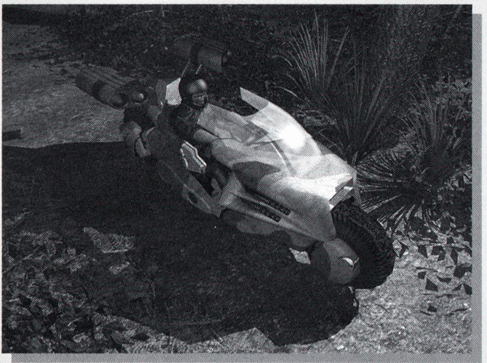


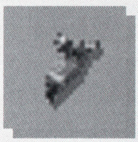
### ENGINEER

**ARMOR:** LIGHT

**RANGE:** LONG **WEAPON:** NONE

Engineers are used to capture enemy buildings. Since they carry no weapons, they are extremely vulnerable on the battlefield and must be directed very carefully.



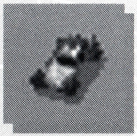


**RECON BIKE** (NOD ONLY)

**ARMOR:** VERY LIGHT

**RANGE:** MEDIUM **WEAPON:** ROCKETS

These light attack vehicles provide rapid, short-range deployment. Using rockets, the cycles give great flexibility due to their speed and strength.

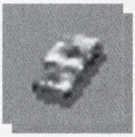


**NOD BUGGY** (NOD ONLY)

**ARMOR:** LIGHT

**RANGE:** SHORT **WEAPON:** MACHINE GUN

These all-terrain vehicles are armed with assault weapons mounted in a turret.

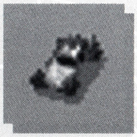


**HUMM-VEE** (GDI ONLY)

**ARMOR:** LIGHT

**RANGE:** SHORT **WEAPON:** 7.62MM CHAINGUN

These all-terrain attack vehicles are armed with a 7.62mm chaingun. Its light armor makes it the fastest vehicle in GDI's arsenal.



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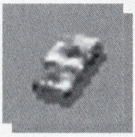

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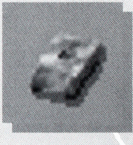
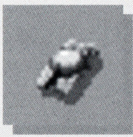


**APC** (GDI ONLY)

**ARMOR:** MEDIUM

**RANGE:** SHORT **WEAPON:** .50 CAL MACHINE GUN

The Armored Personal Carrier (APC) transports and protects up to five troops heading to and from battle locations.

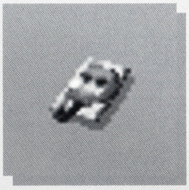


**LIGHT TANK** (NOD ONLY)

**ARMOR:** MEDIUM

**RANGE:** MEDIUM **WEAPON:** 70MM CANNON

This highly-mobile tread vehicle, delivers maximum weaponry and personnel destruction with minimum weight, maintenance and weaponry.

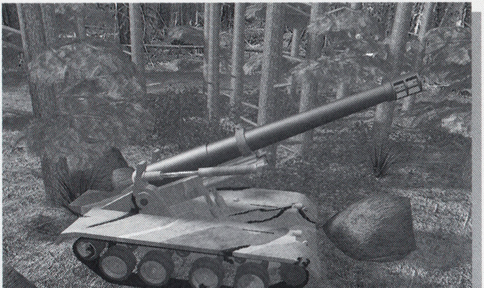


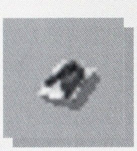
## MEDIUM TANK (GDI ONLY)

**ARMOR:** MEDIUM

**RANGE:** MEDIUM **WEAPON:** 120MM CANNON

From its single barrel, the Medium Tank fires armor-piercing shells. It is faster, heavier and more destructive than Nod's Light Tank.



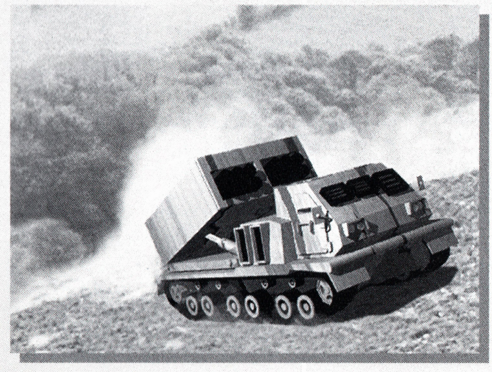


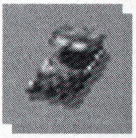
## MOBILE ARTILLERY (NOD ONLY)

**ARMOR:** MEDIUM

**RANGE:** EXTREME **WEAPON:** BALLISTIC CHARGES

The biggest weapon in the Nod arsenal, this massive mobile cannon has great range and ballistic power. Slow and unwieldy, it needs close-quarter protection.



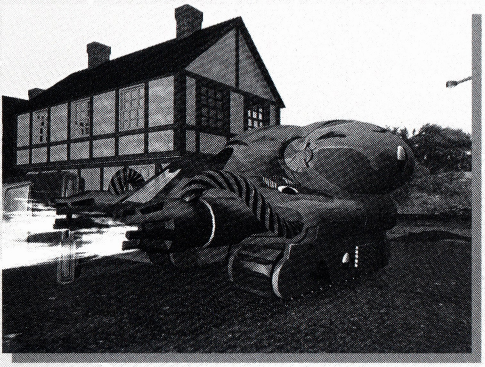


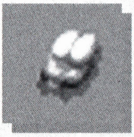
**ROCKET LAUNCHER** (GDI ONLY)

**ARMOR:** LIGHT

**RANGE:** LONG **WEAPON:** 227MM ROCKETS

Mobile devastation. GDI's longest-range attacker fires 227mm rockets. With no short-range fighting ability, this unit needs close-quarter backup.



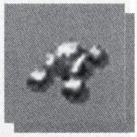


**FLAME TANK** (NOD ONLY)

**ARMOR:** LIGHT

**RANGE:** SHORT **WEAPON:** TWIN FLAME CANNONS

When strategy calls for total short-range annihilation with minimum exposure, this light-armored tank fits the bill. Especially useful against infantry.

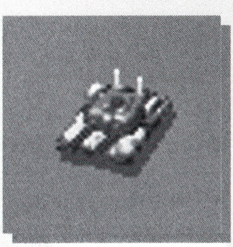


**STEALTH TANK** (NOD ONLY)

**ARMOR:** LIGHT

**RANGE:** MEDIUM **WEAPON:** ROCKETS

This lightly-armored, mobile tank is equipped with the "Lazarus" shield which makes it invisible. This shield is neutralized during firing. Backup protection is provided by two high-powered missiles.

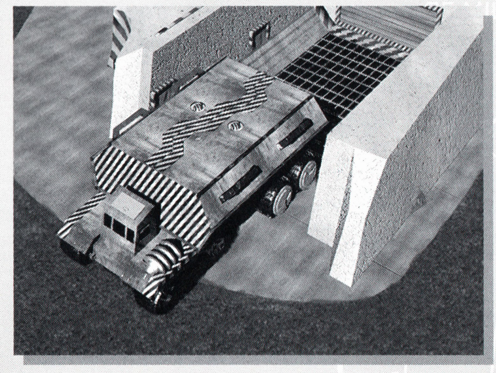


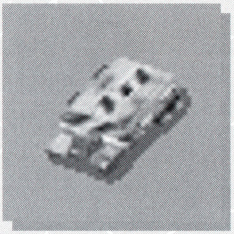
**MAMMOTH TANK** (GDI ONLY)

**ARMOR:** HEAVY

**RANGE:** MEDIUM/LONG **WEAPON:** DUAL 120MM CANNONS (APR)/MISSILE RACKS

Armed with dual 120mm cannons, this giant has dual missile packs to help compensate for its lack of speed and mobility.



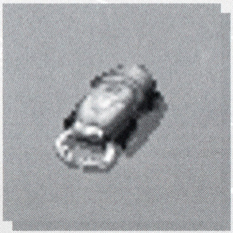


### MCV

**ARMOR:** MEDIUM

**RANGE:** N/A **WEAPON:** NONE

The mobile construction vehicle lets you search for suitable base sites. Once one is found, convert the MCV into a full-service Construction Yard and use it to build other structures.

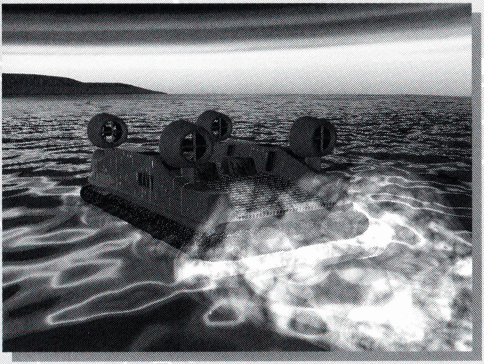


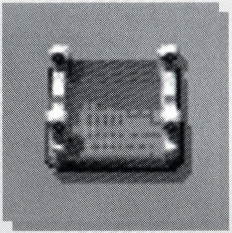
### HARVESTER

**ARMOR:** HEAVY

**RANGE:** N/A **WEAPON:** NONE

This armor-plated vehicle seeks out and scoops up raw Tiberium then transports it to refineries for processing. It is slow and unwieldy.



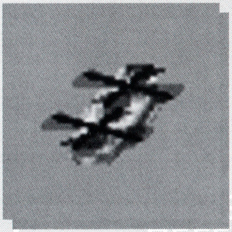


### HOVER CRAFT

**ARMOR:** HEAVY

**RANGE:** N/A **WEAPON:** NONE

This heavily-armored unit deploys men and vehicles during amphibious assault.

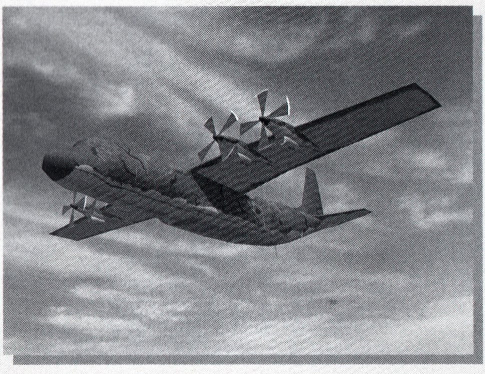


### TRANSPORT HELICOPTER

**ARMOR:** MEDIUM

**RANGE:** N/A **WEAPON:** NONE

Provides field transportation for all infantry, rapidly deploying new troops into, or out of, battle.

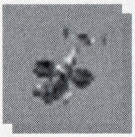


**CARGO PLANE** (NOD ONLY)

**ARMOR:** HEAVY

**RANGE:** N/A **WEAPON:** NONE

This carrier ships purchased units to the Brotherhood of Nod.

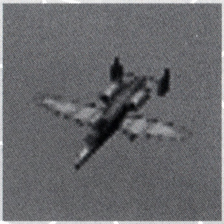


**ORCA AIRCRAFT** (GDI ONLY)

**ARMOR:** LIGHT

**RANGE:** LONG **WEAPON:** 70MM ROCKETS

This vertical takeoff and landing (VTOL) craft has four Fang rockets. When you use the Orca, it flies to the designated target, releases missiles, then returns to helipad.

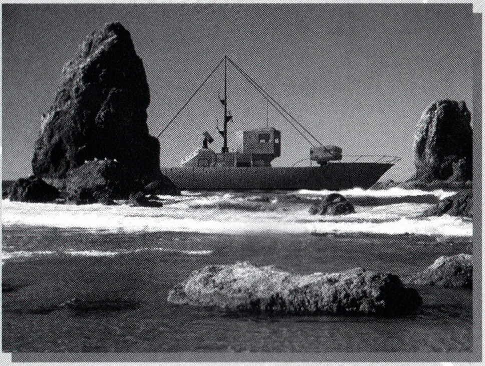


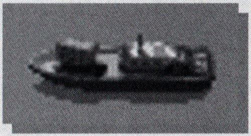
## GROUND SUPPORT AIRCRAFT (GDI ONLY)

**ARMOR:** HEAVY

**RANGE:** LONG **WEAPON:** NAPALM BOMBS

These units are highly maneuverable, ground-hugging craft that level enemy units with napalm.





## GUNBOAT (GDI ONLY)

**ARMOR:** HEAVY

**RANGE:** LONG **WEAPON:** MISSILE

Heavily armored, and armed with surface-to-surface missiles, this unit is the backbone of GDI's naval forces.

## State of the Art: Units

| DESCRIPTION | RANGE | ARMOR | WEAPON |
|---|---|---|---|
| Minigun Infantry | short | light | 5.56mm chaingun |
| Grenade Infantry (G) | short | light | grenade |
| Rocket Infantry | medium | light | rocket launcher |
| Flamethrower Infantry (N) | short | light | flamethrower |
| Commando Infantry | long | light | A-R with silencer |
| Engineer | long | light | none |
| Recon Bike (N) | medium | very light | rockets |
| Nod Buggy (N) | short | light | machine gun |
| Humm-vee (G) | short | light | 7.62mm chaingun |
| APC (G) | short | medium | .50cal machine gun |
| Light Tank (N) | medium | medium | 70mm cannon |
| Medium Tank (G) | medium | medium | 120mm cannon |
| Mobile Artillery (N) | extreme | medium | ballistic charges |
| Rocket Launcher (G) | long | light | 227mm rockets |
| Flame Tank (N) | short | light | twin flame cannons |
| Stealth Tank (N) | medium | light | rockets |
| Mammoth Tank (G) | med/long | heavy | dual cannons/missile racks |
| MCV | n/a | medium | none |
| Harvester | n/a | heavy | none |
| Hover Craft | n/a | heavy | none |
| Transport Helicopter | n/a | medium | none |
| Cargo Plane (N) | n/a | heavy | none |
| Orca Aircraft (G) | long | light | rockets |
| Ground Support Aircraft (G) | long | heavy | napalm bombs |
| Gunboat (G) | long | heavy | missile |

# TROUBLESHOOTING

*IMPORTANT: For Last-minute changes and notes, please examine the Readme.txt file in the installed directory or on either C&C CD.*

**Q. WHY DOESN'T C&C INSTALL ONTO MY HARD DISK?**

A. Make sure you have enough free hard disk space: C&C requires 20MB (20,971,520 bytes). To check this, from the C:\> prompt, type DIR [Enter]. If you're using a disk compression system (such as Doublespace) you must double the amount of space needed during installation (i.e. 41,943,040 bytes) because not every file will compress at 2:1. We don't recommend using disk compression systems with C&C.

**Q. WHY DOESN'T C&C LOAD?**

A. Make sure that you are in the installed game directory (e.g. C:\C&C) before trying to run C&C. Make sure you have enough free memory (see below). If you are very low on RAM, C&C will try to create a temporary file on your hard drive. C&C requires 20MB of space on your hard drive.

**Q. DOES C&C REQUIRE A SPECIFIC TYPE OF MEMORY CONFIGURATION SUCH AS EMS OR XMS?**

A. C&C is designed to be very tolerant of memory configuration. From the C:\> prompt, make sure you have enough memory by typing MEM /C [Enter]. You need at least 6MB (6,291,456 bytes) of free XMS or EMS memory to run C&C.

**Q. WILL C&C RUN FROM WINDOWS?**

A. Yes. We use a special mode (which we call TrueDOS) to launch the game in a Windows environment. TrueDOS requires that all other Windows applications be closed down in order to give the full power of your computer to C&C. You will not be able to access other Windows applications (e.g. by ALT-tabbing) while C&C is running.

**Q. WHY DOESN'T THE SOUND WORK?**

A. Make sure your speakers are powered on and connected to your PC. Run SETUP.EXE from the installed game directory (e.g. C:\C&C) and make sure the right sound card is selected. If the sound still doesn't work it's possible the auto-detection code has failed to detect your settings. In this case you can manually enter your sound card's IRQ, DMA and PORT settings through the SETUP program. Refer to the documentation that came with your sound card for the correct settings.

**Q. WHAT IF MY SOUND CARD IS NOT ON THE SETUP OPTIONS?**

A. Your sound card must be 100% compatible with one of the supported sound cards.

**Q. WHY DO THE MOVIES STUTTER?**
A. C&C requires at least a double-speed, 300KB per second CD-ROM drive.

**Q. WHY DOESN'T THE MOUSE WORK WITHIN C&C?**
A. Make sure you have a mouse driver loaded. The way you do this varies depending on what brand you have. If you are not sure what the correct driver is called or how you install it, consult the documentation that came with your system. If the mouse is behaving erratically contact the manufacturer to check for an updated driver.

**Q. C&C STILL DOES NOT RUN, WHAT CAN I DO?**
A. First, see the README.TXT file. It's in the root of the CD and in the installed game directory. From the installed directory, type "README" [Enter]. If this doesn't help, call one of our technical support numbers (See "Technical Support", below).

## Network & Serial Troubleshooting

### GENERAL TROUBLESHOOTING GUIDELINES FOR NETWORK PLAY:

*You must have a network connection and IPX drivers loaded. The network game option is hidden if no IPX driver is found. Check with your network administrator to find out if your net supports IPX and to have the drivers configured for your machine.*

IPX SOCKET CONFLICT: It is possible that some misbehaved network application is using a socket number that conflicts with C&C. You can try using the C&C socket command line option to change C&C's socket number.

CONGESTED LAN: If you are attached to a LAN with lots of other users who are generating net traffic it is possible that dropped packets and slow response times can throw C&C out of sync. If this happens an error dialog will tell you that C&C is out of sync.

SLOW OR FAULTY LAN CARD: It's possible that your ethernet card is causing errors in packet transmission, either through faulty installation, faulty wiring or misconfigured-configured software drivers. This may not be apparent in normal usage because of error correction techniques used in non-realtime applications. C&C is a time critical application, so you may experience a drop in game performance and/or out of sync errors.

ROUTER PROBLEMS: If two or more players are on opposite sides of a network router, delays or lost packets can occur. We don't recommend playing this way as the performance of C&C, servers, routers and other net components can be affected.

THE GAME YOU'RE TRYING TO JOIN DOESN'T SHOW UP IN THE "JOIN" DIALOG: There may be a network bridge between you another system. If so, tell C&C to run across the bridge with the -DESTNET command-line argument. Specify -DESTNETXX.XX.XX.XX, where "XX.XX.XX.XX" is the network number of the other machine (i.e. -DEST-

NET00.00.00.44). On a Novell network, use the Novell USERLIST /A command to obtain a list of all users' network numbers and node addresses. If USERLIST reports spaces in the network number, replace them with 0's when you type the number in. All four numbers must be included for DESTNET to work. All players in the game must specify a -DESTNET argument containing the network number of the machines on the opposite side of the bridge. If not all players specify the correct argument, one or more players may be left out, and the game will not run.

## GENERAL TROUBLESHOOTING GUIDELINES FOR SERIAL PLAY:

*If you have an external modem make sure it's powered on and the cables (serial and phone) are connected to your PC. There is no auto-detection code for modems so make sure the PORT, IRQ and COM: settings are correct (check the documentation that came with your modem for this info). Your modem must be set at the same baud rate as the person to whom you are connecting.*

INITIALIZATION STRINGS: The performance of the game over a modem varies according to the type of modem. We have found that given a noise-free phone call the game plays best with modem error-correction and data-compression disabled. In rare instances you may get better results with these modem features enabled. Please read your modem manual for information about initialization strings.

CALL WAITING: If you have Call Waiting on your phone line and a call comes in, you can lose your modem game connection. Most phone companies allow you to disable this feature for the duration of one call (i.e. your game!) by dialing a special prefix before the phone number. This varies from place to place but C&C has a selection of standard prefixes to choose from. Check with your phone company to get the right one. If it's not one of C&C's standard choices you can enter it in the "Settings" dialog. If you still have problems check your modem documentation for the correct settings.

SERIAL LINK SEEMS TO HANG: If C&C seems to hang at the waiting for call or dialing dialogs this could be due to errors caused by using too high a baud rate, phone connection too noisy leading to uncorrected modem errors, or a faulty or incorrectly wired Modem, Null Modem or Phone cable. If the game hangs for more than 30 seconds this is a good sign that something is awry.

NOISY LINE: C&C is tolerant of noisy connections: It will always attempt to correct errors and will even try to reconnect if the line is dropped. Still, be aware that these conditions are far from ideal and it is likely you'll notice a severe drop in game speed. If you experience consistent noisy phone line conditions you should first check all your equipment and cabling. If the problem persists, contact your local phone company.

## Technical Support

### BEFORE YOU CALL FOR TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this book before calling technical support. We receive many calls every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.
2. The type of computer you are running the game on.
3. Your DOS and (if applicable) Windows version.
4. All the information after the MEM command.
5. Exact error message reported (if any).
6. The contents of your AUTOEXEC.BAT and CONFIG.SYS files.

Our technical support number is 714-833-1999. Our hours are from 8:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday, holidays excluded. Have a pen and paper handy when you call, and be near your computer if at all possible. No game playing hints will be given through this number.

## On-line Support Services

Westwood Studios provides upcoming news, latest versions, updates, product demos, reviews, technical support, counseling, and more on the following on-line services.

### INTERNET: WORLD WIDE WEB

To find Westwood's home page on the world wide web, you will need a browser. Our address is http://www.westwood.com.

### INTERNET: FTP

If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at ftp.westwood.com.

### WESTWOOD STUDIOS BBS

Available 24 hours a day, 7 days a week. 702-368-2319, with settings of 8,N,1 and supports up to 14400 bps.

### AMERICA ONLINE

Select the GO TO menu at the top of the screen and highlight "Keyword". Enter Westwood Studios and then click on "GO". You can write public mail in any of the conference areas, or write private mail to Westwood by addressing it "WESTWOOD S".

### COMPUSERVE

Sign on normally, then select click on the traffic light icon at the top of your screen. When the prompt appears, enter "GAMBPUB" for Game Publishers forum "B". Messages and files pertaining to Westwood Studios products are located in the Westwood Studios section. Westwood's email address for Compuserve is 71333,2405.

### PRODIGY

After the main menu appears, press Control-J (for Jumping) and then type "WESTWOOD SUPPORT". You can leave mail, download, or read through the Westwood bulletin boards all from the main menu.

### GENIE

Use the Keyword "Scorpia", then select message area 33 from the menu. You can leave mail about any of our games, or download our support files from the library.

### ADDITIONAL SUPPORT SERVICES

Westwood Studios publishes *Westwood Studios News & Notes* about semi-annually, providing the same information in a slightly less exciting format. To get on the mailing list, send your name and address to Westwood Studios News & Notes, 3540 W. Sahara #323, Las Vegas, NV 89102.

## Hints

Look for the *Command & Conquer: Tiberian Dawn* Strategy Guide, available at your local bookstores and software retailers.

Virgin Interactive Entertainment charges 75¢ a minute to help all would-be conquerors. Call 1-900-288-4744 on your touch tone phone, and if you're under 18, check with your parents to make sure you won't get grounded when this call shows up on the phone bill.

Also, hints and tips can be found on the on-line services listed above.

# MORE FROM WESTWOOD

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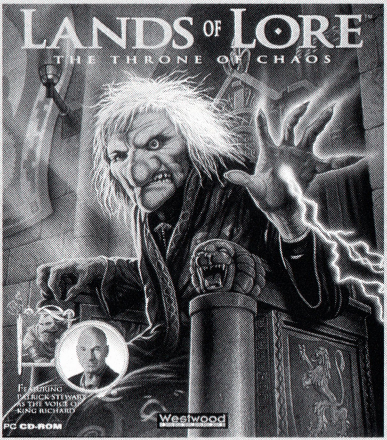
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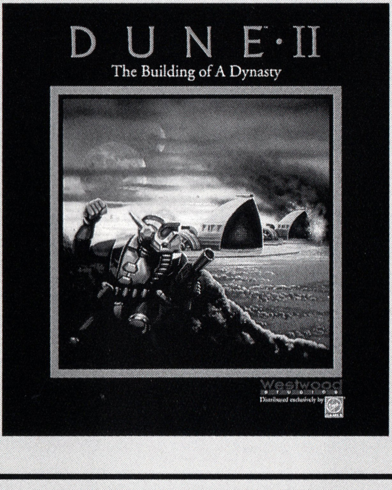
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SPECIAL THANKS TO: Sean Brennan for the spaceship, Matt Spall and his graviton top, Louie "the madman" Beatty, Laurie Anderson for *The Bright Red*, those great folks at Autodesk, Monty and Sonic Foundry, everyone else at Westwood Studios, and all of you future generals and dictators who waited so patiently while we finished this game!

# NOTES

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